

BATTLES WITH MINIATURES

Issue 9 2001



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Syntha: Faith in the Machine



Termite Cities

As Syntha colonies mature they take on a very different aspect from the initial subterranean bio-dome structures, which are common to many of the settlements of independent colonies in non-life sustaining environments. Once a fully functioning bio-dome settlement has been established beneath the surface of a world, AI miners and construction teams will go to work on the second phase of building. They will begin to create a so-called Termite City. This process is a natural usage of caverns created either by natural processes or by mining of ores, and the key to it is leaving one or more large supporting columns of hard rock in the cavern. Using a blueprint devised by Prime, the massive central administrator AI, for the most efficient use of subterranean living space, the supporting column will be tunnelled out to form a complex honeycomb of chambers and burrows, which

gives the Termite City its name. The SPOMM designed architecture within is incredibly efficient and despite being hollowed out, the column will lose none of its strength.

The maze of conduits and chambers within one of these columns will be used to house things like generator rooms, mag-lev lift shafts, life support systems and so on. Teams of androsynths and other mobile AI's of all sorts of shapes and sizes will be drafted in to maintain it. Once vital systems are in place, crescent or disc shaped habitat modules for prosthenes and standards to live in will be sunk into the walls of the column. This gives the whole thing the appearance of an old tree trunk riddled with bracket fungus, except the fruiting bodies are giant, silvery-grey metal structures covered in vents and winking lights.

Within this subterranean realm transport links are provided by the

mag-lev (magnetic levitation) network, a system of electromagnetic lifts and monorails linking cities and mining operations together. Shuttles and other small plasma drive craft, many of them entirely AI piloted, transport cargo and passengers between spaceports and space stations. The spaceports consist of landing pads on the surface, which are in fact giant mag-lev lift platforms, covered by iris valves when not in use. Ships land on these and are carried down into the colony, where they are moved to hangers for unloading, decontamination, etc.

The final phase of building a Termite City comes when the surface of the colony is actually breached. The complex of conduits and chambers is simply carried up through the roof of the cavern and into the open air, where rare molecular engineered alloys, resistant to pressure, radiation and chemical erosion provide the

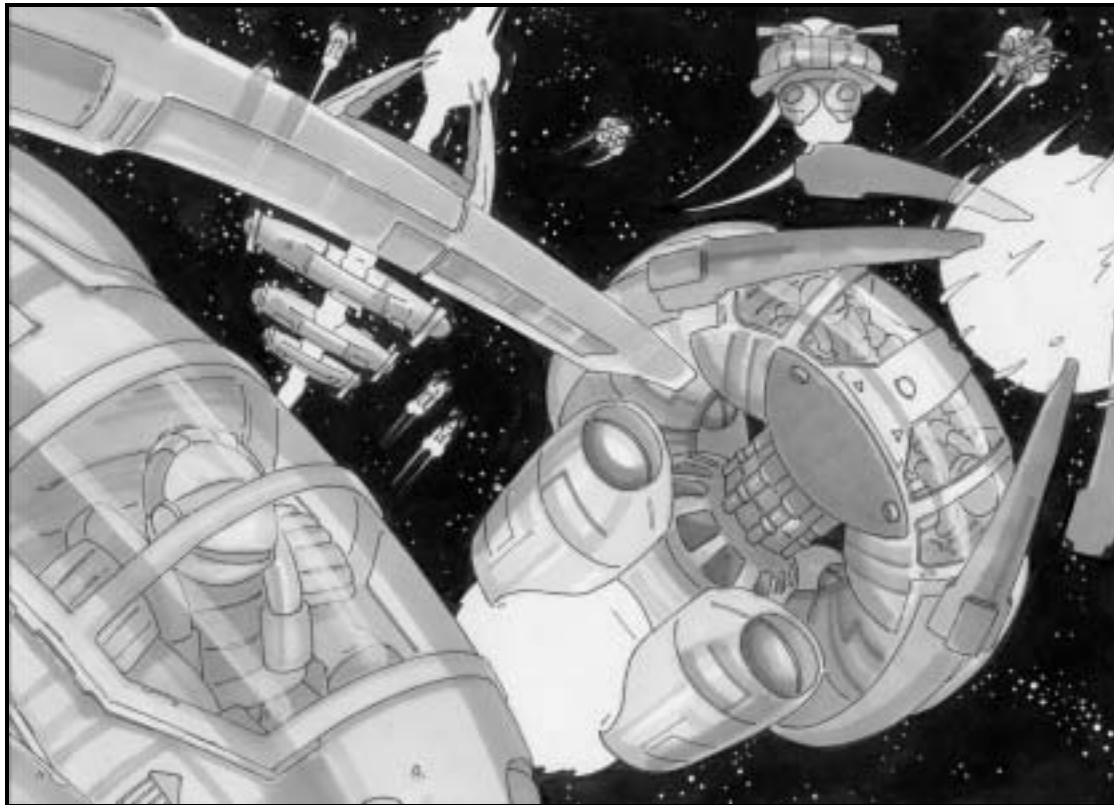
superstructure. Spire like filters, vents, antenna arrays and field generators stick up from the roofs of these structures like crowns of blades. Viewed from space mature Syntha colonies appear eerie and otherworldly, with large, treelike artificial structures rising up through the cold vacuum of space, or dimly perceived through the haze of beautiful but deadly radioactive auroras, or perhaps emerging from the corrosive, choking mists of a hostile atmosphere.

The social order within these cities is a curious mixture of total freedom combined with total oppression. As a collectivist society all property is owned in common by all the Syntha. Nobody needs to buy anything, or compete for higher status or higher paid jobs because there is no domestic economy (Prime and the Cognoscenti Prosthene's trade and

invest on markets with other powers using currency obtained from selling technology). If a standard or a prosthene wants something, they simply make a request to have it and society will provide if it can. Everyone is provided with food, accommodations, leisure facilities, and so on. Within reason, anybody can request anything. In return for this people willingly go to work, usually of an academic or technical nature since machines take care of all manufacturing and production in order to maintain this society. There are no laws either, and the Syntha have no concept of punishment or criminality, but this is where the scientific-socialist utopia morphs into a sort of totalitarian nightmare. The Syntha are constantly under surveillance by drones, probes, spies and so on; there is no privacy. All this data feeds back to Prime in the name of

maintenance. If any aspect of the social, economic, or physical infrastructure isn't performing efficiently, based on Prime's ideal models of society, then steps are taken to remedy the situation. There are no criminals in Syntha society; just malfunctioning units that need fixed like a machine with a loose wire needs fixed. Fixing faulty humans can take the form of psychiatry, re-education, drugs or cybernetic surgery—usually a combination of two or more treatments. Failing this the individual will be removed from society until a cure can be found, or the individual dies. This means that there isn't much room for free association, emotional outbursts or rebellion in Syntha society. Syntha are born adults, complete with a virtual education that predisposes them to conformity and productivity.





Syntha Battlefleet

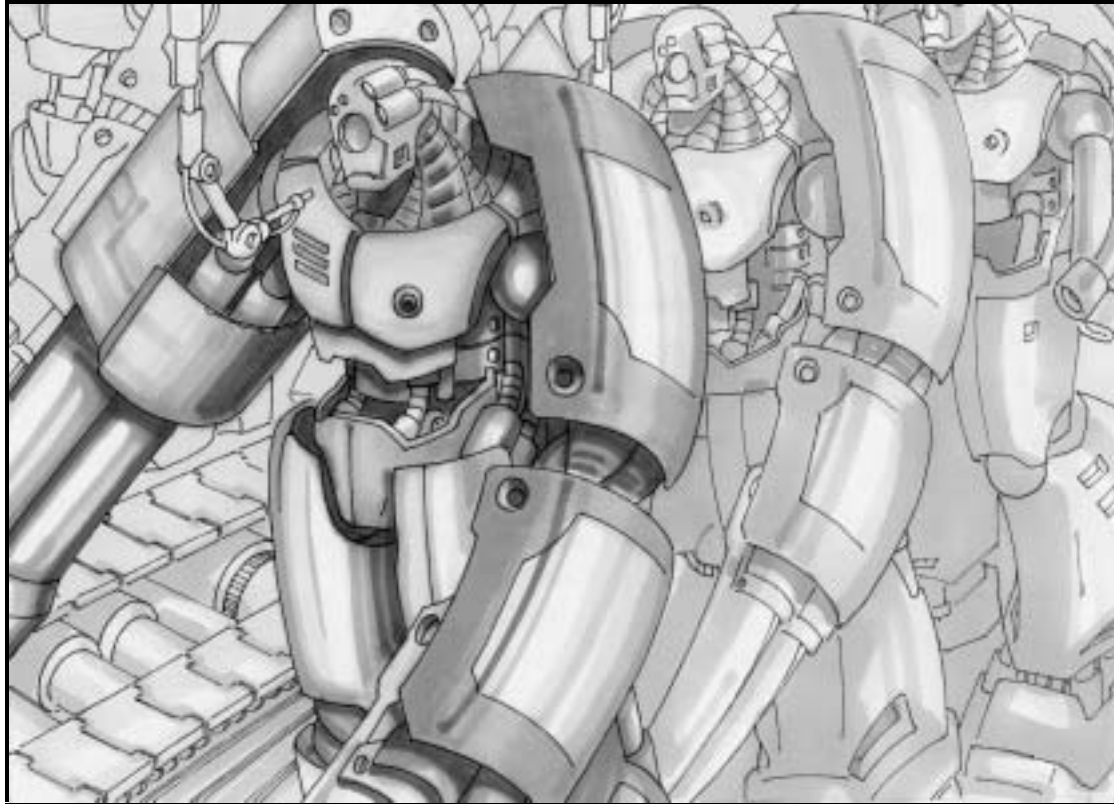
There are four main size classes of battleship in the Syntha battlefleet, the largest being Nemesis class carriers and the smallest Nimrod patrol craft. Between these are Artemis destroyers and Orion class cruisers. They are constructed on orbital and Legrangian point shipyards where AI autofactories produce and assemble parts on a production line. The basic superstructure of one of these ships is a large toroid ring, which can be attached to other rings to create larger vessels. Once the superstructure is in place the ship's systems, engines, and floors between the central rings are added. Finally the whole thing is sealed in armour plating and it's more or less ready to go. The Nemesis class carriers have bays containing small, quad-engine support fighters called Epsilons, piloted by two prosthenees and carrying a miniature version of the mothership's main weapon.

Syntha war vessels differ from the exploration vessels in that they

lack the large keel structure towards the front. Instead these ships have the distinctive quad-claw arrangement of their Proteus Cannons. No weapon like this has been created by any other human power and even prosthenees and standards cannot fully grasp the physics involved in its operation. Proteus Cannons were designed by AI machines given a brief to find the most efficient way to generate an energy beam. What they came up with is quite remarkable. The Proteus Cannon creates a bubble of total vacuum between its four claws—even in space there is a sea of particles milling around, so these must be removed—to create a so-called zero point field. This field has a quantifiable energy signature, but no one is quite sure where this energy comes from or what it is. The superconducting coils of the Proteus' claws energise this field and the result is spontaneously generated matter and anti-matter. The matter manifests itself as

plasma, which is channelled forward by the weapon to strike the target, whilst the anti-matter is vented along channels to the rear of the ship, where it dissipates in space (and has been known to damage ships following too closely). This weapon creates an intense plasma beam literally out of nothing, requiring no fuel and hardly any energy expenditure. The more power put into the field the bigger the reaction.

The effectiveness of the Proteus Cannon is renowned and respected, as many veterans of battles against the Syntha will testify. For example, five Fabian class Junker battleships engaged the Orion class cruiser *Gorgon* in what seemed to be a very one-sided fight, and only one of them managed to escape to tell the tale, and the Artemis destroyer *Medusa* logged a kill on a Koralon mothership with a single, well-aimed and highly boosted shot.



AI Autofacilities

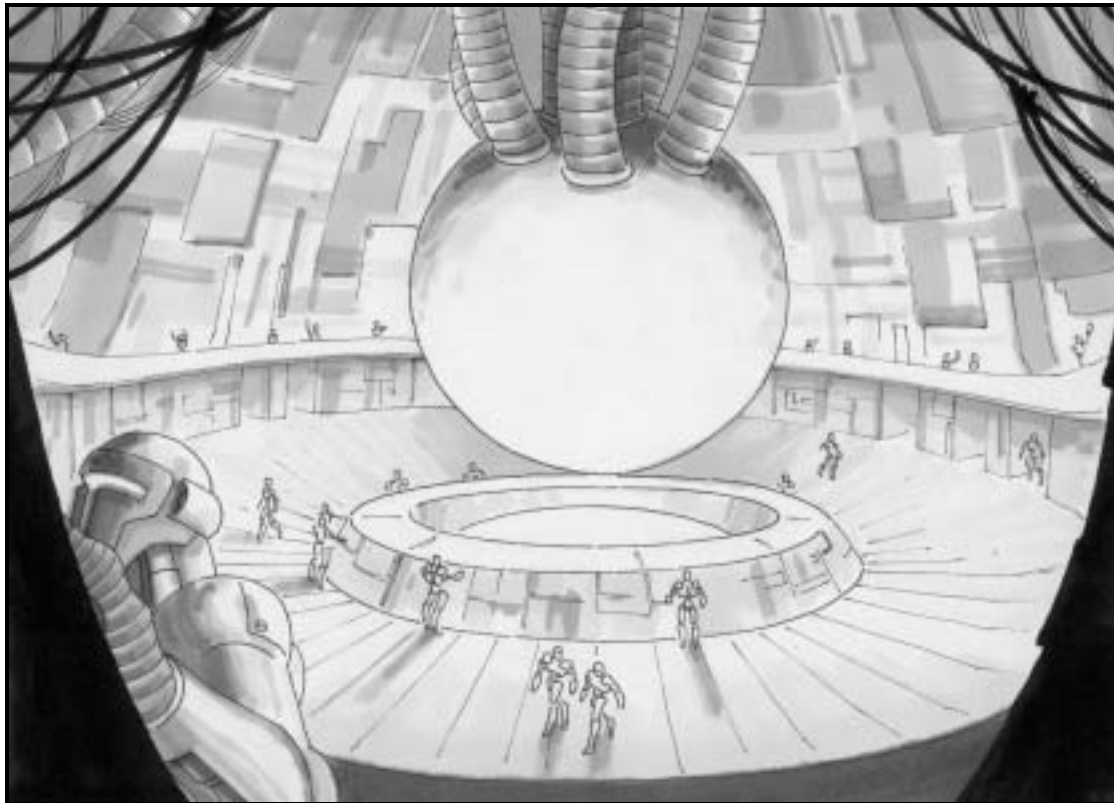
Syntha production is pretty much totally automated and factories simply consist of production lines along which robotic assemblers construct products, whether these products are military androsynths or domestic media units. Raw materials are processed at mining sites and refineries by automated systems, then freighted out to AI factories. Each AI factory is responsible for one type of product and the AI in charge will be networked to the local AI administration node. This administration node is in turn networked to Prime, and thus production is monitored and regulated.

In recent years the Syntha have been subject to more aggression from their neighbours, which has led them to increase military product production. For instance the Junkers have become more overt in their piracy, and the Viridians more strident in their requests for VASA to clamp down

on Syntha research and development whilst at the same time carrying out sabotage missions in the interests of the cosmic environment. The Syntha are also under pressure from VASA on two fronts. On the one hand VASA wants more artificial troops and quality military technologies to deal with the Koralon, but VASA is also concerned that the Syntha's technological superiority will threaten its power base. Because androsynths and other military AIs are easier and less expensive to produce and maintain than vat grown humans, it is projected that in the near future the Syntha military will become totally mechanised, with humans simply taking the roles of technicians and overseers. This is much the same process that has overtaken Syntha manufacturing.

There is also an increased incidence of organic materials being spliced in SPOMM networks, giving them a biological aspect.

This is being seen as a possible solution to the downsides of SPOMMs, such as their inability to make intuitive leaps or act on instinct. It is this sort of advanced research which makes the Syntha's neighbours nervous or envious. Automated research in the form of advanced SPOMM modelling has been going on for generations now, and many of these new technologies are far beyond what humans can actually comprehend, and are therefore considered dangerous by those without total faith in technology. For example, the Viridians claim to have evidence that the use of Proteus Cannons damages the fabric of space-time, resulting in temporal distortions and quantum anomalies, the long-term effects of which could be potentially catastrophic. But such criticism of their methods only encourages the Syntha to shroud their military production and R&D operations in even greater secrecy and defence.



Prime Central AI

The hub of the whole Syntha social experiment is the Prime Central AI, the massive artificial intelligence nexus that monitors all aspects of Syntha life. Prime is the biggest SPOMM ever built—a huge grey sphere of Synapsed Prime Obsidian hanging in a vast, heavily fortified cavern, located right in the heart of the Prime planetoid. Prime has a volume of somewhere in the region of three hundred cubic metres and is capable of carrying out trillions of commands every second. It hangs from the ceiling of its great vault, surrounded by an invisible force field that maintains a vacuum around the main structure. Prime's energy requirements are large, and it has its own small plasma reactor to supply these—the large central conduit attaching it to the ceiling supplies the plasma. Clustered around this main power conduit there are several macro

cables filled with bundles of synapsed prime obsidian fibres. These represent the nervous system of Syntha society. Every Syntha colony has a SPOMM node with a relay back to Prime. Many other relays exist too, on probes, surveillance equipment. Any SPOMM device really, since the relay is often no bigger than a pinhead and contains nanomachines linked up to the SPOMM circuitry.

Prime is the most sophisticated computer ever created, and it took twenty years, hundreds of other computers and a team of some of the galaxy's best minds to design it. The Syntha brought Prime online just in time for the second war of secession against Viridia, in which it played a vital role in logistics and intelligence. A team of elite, heavily augmented engineers called the Cognoscenti Prosthesis is responsible for monitoring

Prime's health, and carrying out commands issued by the great machine brain. Occasionally SPOMM circuits wear out, or plasma couplings need replacing and so on, so they send highly specialised androsynths into the vacuum chamber to carry out these repairs. The Syntha live in a society of extreme surveillance, with every action monitored and quantified. As administrator of the Syntha, Prime processes all of this data and suggests courses of action to the Cognoscenti, based on its modelling of the data. At the first signs of malfunction, humans and machines alike will be taken to places where they can be 'repaired'. If a flaw cannot be corrected then machines are recycled, and humans put into isolation until a cure can be found for their behaviour.

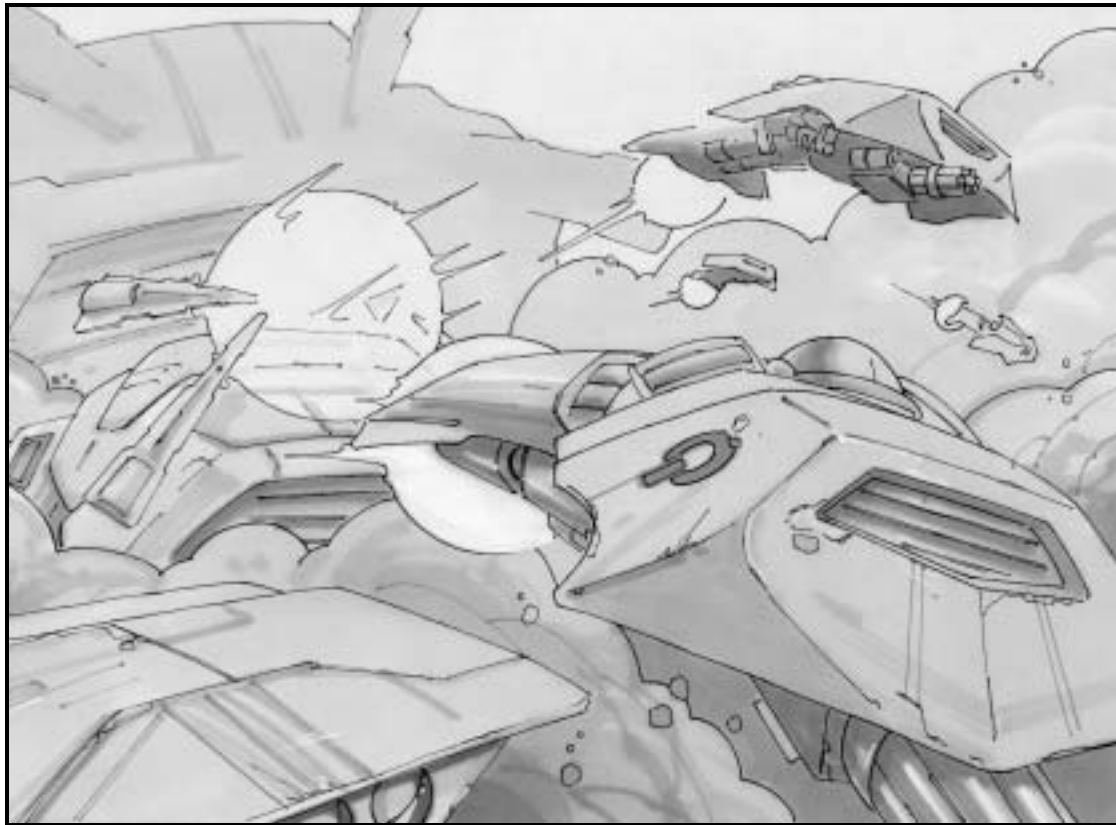


Asteroid Space Stations

In addition to their large artificial structures in space, such as Lagrangian point colonies and space stations, the Synthas have developed a method of turning asteroids into covert space stations. Converting the asteroid into a fully functioning space station is the easy part, especially for the Synthas, since the hollowing out of large objects to make living spaces and facilities is an old science. The difficult bit is undertaking a project like this and not letting anyone else know, since it usually takes years and requires the use of heavy drilling equipment and many flights to and from the site. To do this, once the Synthas have identified and studied an object they want to use, they launch coring charges at the asteroid. Coring charges are sophisticated SPOMM assisted plasma drilling devices which will tunnel to the centre of the object

and hollow out a chamber. When the coring charges deactivate their payload is activated. This consists of capsules containing AI miners and equipment, who will begin work on turning the interior of the asteroid into a honeycomb of tunnels and chambers in the same way central supporting columns of termite cities are constructed. Occasionally equipment and supplies need to be shipped in, especially as the job nears completion, and this is the most dangerous time. Such missions are conducted in the strictest secrecy with only Prime, the Cognoscenti and any prosthenes involved in the project aware of what is going on. Once completed the space station will look just like any asteroid and will broadcast false data to enemy probes, but within is a mostly automated Synthas facility networked to Prime by secure channels.

These asteroid space stations are often used for surveillance and intelligence gathering on other powers. As such they are built within the boundaries of their rivals' and neighbours' space, with those being watched none the wiser. Suffice it to say this sort of spying is illegal under the Treaty of Vacillus and can be construed as a hostile act. Everybody does it to some extent though, and the various powers treat it as a game which their citizens must never be aware of. They are also used to conduct top secret research and development projects, such as the recent success in designing next-gen prosthenes technologies. With molecular engineering advances such as the ability to armour plate bone or lace nerves with prime obsidian connections via a simple injection, prosthenes can now look as human as standards—until they go into action that is.



The Syntha Warmachine

The Syntha army is involved in a continuous process of removing the unpredictable and inefficient human element from its military operations. For this reason standards are a dwindling force within the Syntha army as the more heavily augmented, and rather less human prosthenes replace them, in addition to increased production of androsynth units. New nervous induction biotechnologies to reduce interference between neural tissue and SPOMM circuitry have also aided this revolution in mechanisation.

The Syntha army has an interchangeable structure in which the deployment of individual troops, vehicles or weapons is a matter of expedience rather than allegiance to a particular regiment or legion, as is the case in other armies. The basic division of the Syntha army is the unit. A unit can be a single individual, or a small group of individuals (for the sake of ease we will now refer to a single standard, prosthene,

androsynth or vehicle as an individual), all with similar combat functions and with certain limits on their numbers. However, the individuals forming such a unit are interchangeable, and Prime often has units broken up and reformed in response to new intelligence. This means that human Syntha troops don't really bond like warriors of other cultures, partly because they're not disposed towards any kind of sentiment or camaraderie, especially the prosthenes, but mainly because they don't really get to know their fellows that well. Most soldiers are augmented with various types of SPOMM combat training software, but this merely has the effect of offsetting the negative effects of a lack of instinctive cohesion within units. A group of units that spends any time working together, such as a garrison or a security patrol, is known as a cell. A cell can consist of any number of units, this being determined by what is appropriate for the task in hand. The Syntha prefer to deal with military issues

subtly and at the source, and for this reason the Syntha most commonly encountered in combat are likely to be highly specialised and augmented prosthene units or cells on assassination or sabotage missions to disrupt an enemy's ability to wage war. The division up from a cell is a nexus, and nexuses are only formed in response to an unusual security situation. If an emergency occurs, military AI nodes will make a request to Prime to form a nexus and send details of the situation. The response is more or less instantaneous, and if the go ahead is given, all the cells within range will be required to submit some or all of their units to the nexus. Nexuses are most commonly formed in response to enemy invasions. Potentially the largest division of the Syntha army is the plexus. Plexuses are formed when the Syntha are going to war in a serious fashion and have planned for it, for instance a major invasion of an enemy power's territory, and

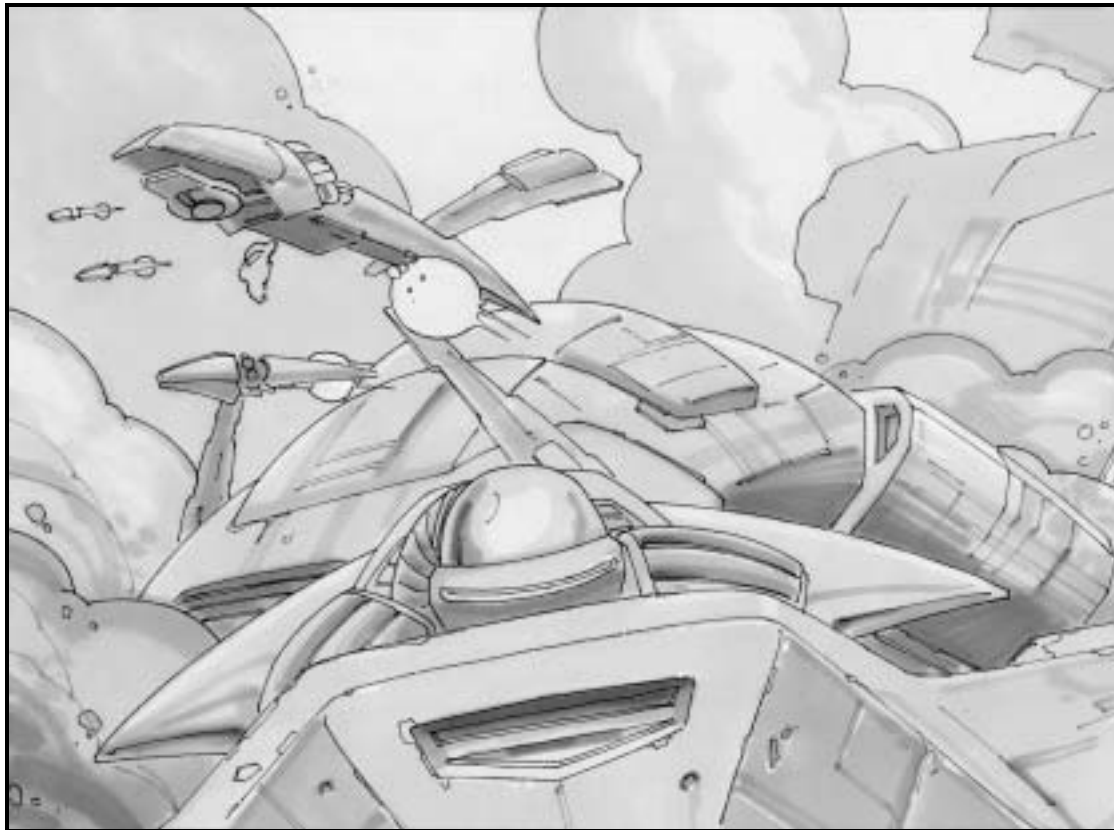
will split into nexuses to fight on various fronts.

An individual's designation at any given time can be read from a digital readout on their armour. This digital readout is alphanumeric and consists of a large letter from an ancient alphabet that is now used by the Syntha for scientific annotation, and a binary number usually situated above the letter. The combination of the binary code and the letter allows units in charge of logistics to quickly place individuals in the correct unit, within the correct cell, nexus and plexus if required. This relatively simple arrangement is of course mathematically limited, but Prime

uses the same set of symbols over and over again on different missions, therefore it isn't necessary for every single individual in the Syntha army to have a different designation. And of course this isn't a permanent arrangement, given the structure of the Syntha army, and the digital readout can be changed as soon as the individual is given a new assignment.

Syntha mobile and armoured support comes in the form of Teratosynths, HK2000 grav-bikes and the larger Macrosynths and Cyclops grav tanks. Macrosynths are the largest of the military androsynths, towering above even the hulking Teratosynths and in

addition to being extremely difficult to destroy deploy a variety of fearsome ordnance such as rocket pods and heavy plasma weapons. Cyclops grav-tanks are heavily armoured grav vehicles built for staying power and deployment of heavy weapons, rather than speed and mobility. Cyclops grav-tanks can deploy various primary weapons, but the one most feared by the enemy has to be the Proteus Cannon. This is a turret mounted miniature version of the same weapon system used by Syntha battleships, projecting a heavy beam of plasma from the front, whilst a shielded exhaust conduit discharges anti-matter to the rear of the vehicle.



Black Ops

Zeno Omicron and Hera 6 piloted the small cargo shuttle down to the surface of the Junker trading post. They were dressed as independent salvage traders, both in long, animal hide jackets and worn leather pants, authentically stained with engine lube and

blemished with flash burns from heavy particle cutters. Zeno Omicron was a tall, male next-gen prosthene with short, bleached blonde hair and what appeared to be wraparound shades, but was actually an advanced imaging system that replaced his eyes. He

was an ROV pilot and demolitions specialist. Hera 6 was an equally statuesque female prosthene of the next-gen. Like Zeno she had short, choppy hair, though hers was dyed blue. Her speciality was security systems and androsynth control, and the cluster of studs

over her left eyebrow that looked like body piercings allowed her to broadcast to the androsynths. Both were expert assassins and superhuman martial artists. If the mission got too heavy then Hera would activate hermetically sealed 'cargo containers' they were carrying to reveal a unit of Teratosynths and two units of Tactical Androsynths, all neatly stored in the smallest conceivable space.

As the ship wheezed down on its hydraulics they both simultaneously pulled down flaps of artificial skin on their temples and shoved a thin wedge of prime obsidian into a slot there. This data crystal contained all sorts of important intelligence regarding their mission, such as guard rotas, personnel details, blueprints, security systems and so on. The information on the crystals was dumped into SPOMM circuits located within the temporal cortices of Zeno and Hera's brains. It could be erased later on to free up space for the next mission. The reason for all of this effort was that the prosthenes had been given the task of destroying the trading post. The Junkers had recently built it just beyond the jurisdiction of Agarthi 9, a Syntha deep space research station. Inevitably this had encouraged pirate attacks on Syntha traffic to and from Agarthi 9 and something had to be done. Prime deemed a full-blown military response inappropriate, so instead a small cell consisting of Zeno, Hera and their androsynth backup had been dispatched. Zeno and Hera turned their heads to look at one another, nodded,

and prepared to meet Junker customs officials with their forged documents...

...They had been granted access to the trading post ostensibly as traders in Ytterbium, an extremely rare lanthanide element. They'd shown officials a 'sample of their wares' in the knowledge that such a valuable cargo would grant them an audience with Governor Constantine, the hoary old Junker pirate captain in charge of the so-called trading post. To maintain order and defend his enterprise Constantine had a small staff of Legionaries and Lictors. Zeno and Hera had spent the afternoon setting micro-mines at key locations to disable security and weapon systems, and the hangers of small fighters and assault craft at the post. As evening came around they made their way to Constantine's palatial headquarters, in every way a smaller version of the senatorial sanctums of Junker cities.

'Remove your glasses,' said a gate guard to Zeno.

This had not been anticipated. Zeno and Hera looked at one another. Zeno attempted to push past the guard again. The guard levelled his autoshotgun at Zeno, and two more nearby legionaries began fumbling with their weapons.

'Remove your glasses, now!' repeated the guard.

Faster than the human eye could follow, Zeno flipped the muzzle of the autoshotgun up under the guard's chin, and forced the guard's own finger down on the trigger. At the same time Hera

leaped at the gateposts, springing left and right off the pillars until she was high in the air, then somersaulted forward to come down behind the other legionaries. One had his neck broken in a heartbeat and the other was kicked so hard that he flew through the air to strike the gate and knock a lump from the masonry. Both prosthenes then whipped bulky plasma blasters out of holsters concealed beneath their long coats as more legionaries rushed to attack them. At a thought, Zeno activated the micromines and explosions wracked the complex. The battle was on...

...Constantine and two of his highest-ranking Lictors had managed to escape the carnage. He didn't know what the two enemy agents were, but there was no way that they were normal humans. His legionaries were totally outclassed, and right now the last of them were being massacred back at the HQ. Constantine would have the last laugh though, he was about to steal the agents' vehicle and escape...

...Things were getting heavy so Hera activated the androsynths to clear a path back to the ship...

...Constantine's knees gave way in the doorway of the cargo bay as a Teratosynth emerged in front of him, red light winking 'on' deep in its cold metal eye, and servos whining as it came up to its full height and trained a heavy grape gun on him.

Cyclops Grav Assault Tank

The Cyclops is a technological marvel, combining as it does the costly and dangerous Grav technology, with the Synthia SPOMM equipment to provide the galaxies first fully autonomous assault vehicle.

It is a sleek, yet bulky design, capable of massive destruction, and also of transporting troops into the heart of enemy held terrain.

Commanders from the other Homeworlds would give much to be able to field such a creation.

Cyclops

AS	SH	ST	T	W	CD	SZ	MV
4	5	6	6	3	5	6	8

Individual

Minimum Unit Size: 0

Maximum Unit Size: 1

Troop Type	Equipment	No. per Unit	Cost
Cyclops - Alpha	Proteus Cannon, 2 x Double Heavy Pulse Rifle	0-1	83
Cyclops - Beta	2 x Mini MLRS, 2 x Double Heavy Pulse Rifle	0-1	83
Cyclops - Gamma	Heavy Plasma Cannon, 2 x Double Heavy Pulse Rifle	0-1	83

Special Rules

All: Tactical Awareness Immune to Panic, Fearless, Heavy Armour (3), Lethal Strike (x1), SPOMM 4

The Proteus Cannon, Mini MLRS and Heavy Plasma Cannon are turret mounted and so may fire in any fire arc. The double heavy pulse rifles are wing mounted and so must fire to the front fire arc.

The Cyclops may make 1 turn for every 3 inches moved. In close combat the Cyclops tries to run over its opponents. (To Hit +0, DAM ST+0)

Models attacking the Cyclops from behind receive a +2 bonus on their 'To Hit' rolls, and a +1 bonus if attacking from the left or right flank. In addition, however, models attacking the Cyclops from behind automatically take one DAM 4 hit from the anti matter venting, BEFORE they make their attacks.

The Cyclops may not evade.

Because of its Grav drives, a Tornado may ignore obstacles of up to 3 inches in height.

Cyclops Grav Tanks are troop carriers, and the following rules apply:

APC's may carry up to 8 passengers of size 1 or 2. Alternatively the Cyclops may carry 5 passengers of Size 3, or one Macrosynth.

APC's can be deployed at the start of the game with units inside them. Mark the presence of such units on the Cyclops' record sheet. A Cyclops must transport either all or none of a unit. It cannot transport partial units. Enemy models may not enter the Cyclops. Once aboard the APC passengers are effectively part of the vehicle, and can be affected by results on its damage table. The following rules apply to embarking and disembarking: During the movement phase of their turn, friendly models that can reach base-to-base contact with the Cyclops may board it.

During the APC's turn passengers can disembark at the beginning or end of any part of the Cyclops' order sequence except assault. They should be placed in the rear or flank arcs of the APC and within 4 inches of it. Disembarking passengers may do nothing else during the current game turn and count as being on hold.

Damage Table

Dice Roll (1d10) Result

1-5 No Additional Damage.

6 Weapon Damaged: One of the vehicle's weapons is hit. Roll a d10. 1-5 means the turret weapon is hit (Proteus Cannon, Heavy Plasma Cannon or Mini MLRS), 6-10 the double heavy pulse rifle. Each time you wish to fire the weapon, roll a D10. On a 1-5 it cannot fire this turn. On a 6-10 it can fire as normal. A second hit on a weapon destroys it. 7 Crew Hit: The shot passes through the Cyclops' armour and hits the SPOMM drive unit. Roll a d10. On a 1-5 the unit is destroyed. On a 6-10 it is fine. If the unit is destroyed, when the Cyclops is next activated move it forward 2d10" as it runs out of momentum. If this brings it into contact with impassable terrain stop it 1" away. Any passengers inside the Cyclops may dismount, and then remove it from play. Alternatively, you may wish to keep the model on the board to act as cover and block LOS.

8 Engine Damaged. Each time you wish to move the Cyclops roll a d10. On a 1-5 the engine stalls and it cannot move this turn. On a 6-10 it can move as normal. A second hit to this location destroys the Cyclops. 9 Grav Drive damaged. The delicate grav drive is broken: the Cyclops may no longer move. Keep the model in place, however as it can still fire all its weapons. 10 Consult the cargo compartment sub-table. Cargo Compartment Sub-Table Vehicle Result

Proteus Cannon or Heavy Plasma Cannon: The plasma conduits have discharged, venting all its plasma in one cataclysmic, albeit spectacular burst. All models within 6" of the Grav Tank take 1 Dam 8 (x2) Hit, the Grav Tank is destroyed, as are passengers.

Mini MLRS: MISFIRE: A hit to the MLRS targeting systems causes it to misfire. Roll a direction dice. The nearest unit within 90 degrees of that direction is targeted, roll immediately to hit / damage as normal. A second hit on this location causes the MLRS ammunition to explode. Centre the large explosion template on the Cyclops. All models covered by the template suffer a Dam 5 hit. The Cyclops is then removed from play

Proteus Cannon

This is a turret mounted miniature version of the same weapon system used by Syntha battleships, projecting a heavy beam of plasma.

CC	Short	Medium	Long	Extreme
To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam
-/-	-/-	-/-	-/-	-/-

Type

Mounted, Armour Piercing 5, Directly placed template weapon

Special Rules

Use the large teardrop Template, Dam 8(x2)

Heavy Plasma Cannon

This is a heavier version of the weapon carried by Tactical Androsynths. It uses the size of the Cyclops Grav Tank to carry bigger and better cooling and venting systems to enable greater range.

CC	Short	Medium	Long	Extreme
To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam
-/-	-1/8(x2)	-2/8(x2)	-3/8(x2)	-4/8(x2)

Type

2 Handed, Armour Piercing 5, Ranged Template Weapon

Special Rules

Use the small circular template.

Macrosynths

Macrosynths are powerful combat attach robots, based on larger versions of the Mark II Teratosynth Chassis.

They were designed as a direct response to the increased presence of VASA's Birds of Prey, and with typical Synthan attention to detail, three specialised variants were developed to fulfil all major combat roles.

Macrosynth

AS	SH	ST	T	W	CD	SZ	MV
5	4	6	6	3	5	6	5

Individual

Minimum Unit Size: 0

Maximum Unit Size: 1

Troop Type	Equipment	No. per Unit	Cost
Macrosynth Alpha	2 Tesla Scythes	0-1	83
Macrosynth Beta	Double Heavy Pulse Rifle, Cestus	0-1	73
Macrosynth Gamma	MLRS, Cestus	0-1	96

Special Rules

All: Immune to Panic, Fearless, Heavy Armour (3), Lethal Strike (x1)

Macrosynth Alpha: Multiple Attacks (x2)

Macrosynth Beta: Tactical Awareness

Macrosynth Gamma: Tactical Awareness

Tesla Scythe

The Tesla Scythe is an even larger variant of the Tesla Claw used almost exclusively on the hulking Macrosynths.

CC	Short	Medium	Long	Extreme
To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam
+0/ST+2 (x3)	-/-	-/-	-/-	-/-

Type

1 Handed, Melee, Armour Piercing 5

Special Rules

None

Double Heavy Pulse Rifle

The Double Heavy Pulse rifle is a surprisingly simple design, consisting of two heavy pulse rifles, sharing a linked targeting array and cooling systems. Commonly seen mounted on Macrosynths, it is a versatile weapon.

CC	Short	Medium	Long	Extreme
To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam
-3(x2)/7	+1 (x2)/7	+0 (x2)/7	-1 (x2)/7	-2 (x2)/4

Type

2 Handed, Armour Piercing 2

Special Rules

None

Zeno Omicron & Hera 6

Zeno Omicron and Hera 6 are an infamous pair of Prosthene assassins highly trusted by the Prime AI.

Zeno is a tall, male prosthene wearing what appear to be wraparound shades; these are actually an advanced imaging system that has replaced his eyes. He is a superlative pilot and a demolitions expert.

Hera 6 is an equally statuesque female prosthene whose speciality is security systems and androsynth control, and she has been enhanced with internal SPOMM broadcasting capability. Both are expert assassins and superhuman martial artists.

Zeno Omicron

AS	SH	ST	T	W	CD	SZ	MV
6	6	5	5	1	6	2	5

Hera 6

AS	SH	ST	T	W	CD	SZ	MV
6	6	5	5	2	6	2	5

Structure

Individual

Minimum Unit Size: 0

Maximum Unit Size: 2

An army may EITHER include Zeno Omicron as an individual OR Hero 6 as an individual. Alternatively, an army may include both Zeno and Hero, in which case they are deployed together, act together, are bound by normal unit coherency rules, and only count as one individual for the purposes of army construction.

Zeno and/or Hero may join a unit of Prosthene, Tactical or Assault Androsynths, Tactical or Assault Teratosynths.

Troop Type	Equipment	No. per Unit	Cost
Zeno Omicron	Plasma Blaster, Combat Blade	0-1	47
Hero 6	Plasma Blaster, Combat Blade	0-1	53

Special Rules

All: First Strike, Lethal Strike (x1)

Zeno Omicron: Zeno's enhanced imaging array prevents enemies from taking advantage of any local cover. Enemies receive no cover save against his shots. In addition, once per game, instead of shooting, Zeno can choose to detonate the micromines he placed before the battle. Pick any one enemy unit (Individuals cannot be targeted unless they are leading a unit, or are vehicles) and roll to wound each member once, DAM 5. Note: This ability cannot be used if the scenario is inappropriate, i.e. the Syntha have been ambushed.

Hera 6: Hera 6 is equipped with a SPOMM enhancing transmitter. Any units with SPOMM within 12" of Hero 6 are automatically assumed to be within range of the enemy for the purposes of determining behaviour. In addition, instead of Shooting Hera may pick any one SPOMM unit within LOS. For this turn, that unit is assumed to be within range of the enemy for the purposes of determining behaviour.

Note: As these special attacks are performed instead of shooting, they may not be used if Hera or Zeno, or a unit that contains them, is engaged in close combat.

Prosthene

In the otherwise sterile society of Prime, cybernetic enhancements are the ultimate in self-expression, and a valid status symbol.

Virtually all members of the Synthan armed forces possess some enhancements, ranging from the cosmetic to the practical, but the Prosthene are the elite.

They are genetically and physically enhanced, stronger, faster and better than un-enhanced Synthans (or 'Standards' as they are called).

Prosthene

AS	SH	ST	T	W	CD	SZ	MV
5	5	5	5	1	5	2	5

Structure

Squad

Minimum Unit Size: 4

Maximum Unit Size: 10

Troop Type	Equipment	No. per Unit	Cost
Prosthene	Plasma Blaster, Combat Blade	4-10	25
Prosthene RL	Plasma Blaster, Rocket Launcher, Combat Blade	0-2	50
Prosthene GL	Plasma Blaster, Grenade Launcher, Combat Blade	0-2	41
Prosthene Sniper	Sniper Rifle, Plasma Blaster, Combat Blade	0-1	33
Prosthene Chaingunner	Chaingun, Plasma Blaster, Combat Blade	0-2	32
Sergeant	Plasma Blaster, Combat Blade	0-1	27

Special Rules

All: First Strike

Rocket Launcher: Tactical Awareness

Grenade Launcher: Tactical Awareness

Sniper: Sniper, Marksman

Sergeant: High Morale (+1), Tactical Awareness

Plasma Blaster

The plasma blaster is an advanced version of the HEL Blaster carried by the galaxy's elite troops.

It incorporates a higher powered (and correspondingly more expensive) energy cell, and is considered the cutting edge of Synthan weapons technology.

It is only fitting, then, that they are most often seen being wielded by Prosthene, the cutting edge of Synthan genetic and cybernetic technology.

CC	Short	Medium	Long	Extreme
To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam	To Hit/Dam
+0(x2)/5	+1(x2)/5	-1/3	-/-	-/-

Type

1 Handed, Armour Piercing 1

Special Rules

None

Tornado 2000 Grav Bike

The Hunter-Killer is by far the most prevalent of the 2000 Series Grav Bikes within the Syntha armed forces.

The Tornado variant is, however, becoming more popular with commanders given its ability to hit target enemies from afar and still outpace most infantry.

When used in conjunction with the lighter recon Sentinel variant, its impact is often devastating.

Tornado 2000 Grav Bike

AS	SH	S	T	W	CD	SZ	MV
4	4	4	6	2	5	4	8

Structure:

Individual

Unit Size

0-1

You may add a maximum of one Tornado to a unit of Hunter Killer Grav Bikes.

Troop Type	Equipment	No.	Cost
Tornado	Mini MLRS, Twin Gauss Carbine	0-1	98

Special Rules:

Fire Arc: The Mini MLRS fires to the front arc only. The Twin Gauss Carbine may fire to the front, left or right fire arcs.

Models attacking the Tornado from the rear get +1 to hit.

Because of its Grav drives, a Tornado may ignore obstacles of up to 3 inches in height. The model may make one turn for every 2 inches moved. In close combat the pilot fights using an auto pistol.

Tornados cannot evade.

Sentinel 2000 Grav Bike

The Sentinel 2000 Grav Bike is a lighter, recon model.

Its primary role is to speed deep into the heart of enemy held territory, where it uses its sensor array to 'splash' enemy models with low energy laser beams, making them easier for long range support weapons to target.

Sentinel 2000 Grav Bike

AS	SH	S	T	W	CD	SZ	MV
4	4	4	4	2	5	4	12

Structure

Individual

Unit Size

0-1

You may add a maximum of one Sentinel to a unit of Hunter Killer Grav Bikes.

Troop Type	Equipment	No.	Cost
Sentinel	Twin Gauss Carbine, Sentinel Sensor Array	0-1	60

Special Rules:

Fire Arc: The Twin Gauss Carbine fires to the front arc only. The sensor array affects targets in the front arc also.

Models attacking the Sentinel from the rear get +1 to hit.

Because of its Grav drives, a Sentinel may ignore obstacles of up to 3 inches in height. The model may make one turn for every 2 inches moved. In close combat the pilot fights using an auto pistol. Sentinels cannot evade.

Twin Gauss Carbine

The Twin Gauss Carbine is a specialist weapon often mounted on light vehicles, or as a secondary weapon system.

It is a simple variation on a common infantry weapon, and as such ammunition and spare parts are easy to come by.

CC	Short	Med	Long	Ext
-/-	+1(x2)/5	-1(x2)/4	-/-	-/-

Type

Mounted

Special Rules

None

Sentinel Sensor Array

The sentinel sensor array uses advanced technology to send out low energy laser beams. These highlight enemy units and formations, making them easier for support weapons equipped with the relevant targeting software to target them.

CC	Short	Med	Long	Ext
-/-	-/-	-/-	-/-	-/-

Type

Mounted

Special Rules

If a Tornado 2000 Grav bike wishes to fire its Mini MLRS indirectly at a target, which is within the front arc of an inactivated Sentinel, it may ignore the -2 'To Hit' Modifier for firing indirectly.